

WARDENS of the Eastern Marches

GODS OF THE EASTERN MARCHES



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WARDENS of the Eastern Marches

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On the cover: A hand binding ceremony in the Eastern Marches witnessed by the gods Ghiz'Ta, Kenney-Keeney, and Malli.

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AERALYN

Goddess of the Sky and Omniscience

MONIKERS

"Skymother"
"The Thousand Wings"

SPHERES OF ASSOCIATION

Sky, Birds, Omens and
Forewarning, Freedom

ABOUT

Aeralyn gains popularity and followers in the Eastern Marches by the day. She is newer, more mysterious, and tied to omens, the sky, and watchfulness. It feels as though she is still emerging, and her full story is yet to be told. She appeals to those in the Eastern Marches who believe the present and the future are more important than the tired gods of the past.

Her presence was first recorded only a few decades ago, when flocks of birds across the Marches began behaving strangely. People reported seeing ravens gathering in unnatural silence and stillness, swallows changing migration patterns overnight, and hawks circling places where no prey could be seen. Soon after, reports spread. Travelers received warnings from birds that could not normally communicate with people. Entire villages were spared from disaster after following the sudden flight of a flock. Corpses were found picked clean by birds but arranged in deliberate patterns.

Some scholars here claim Aeralyn was born from the growing complexity of the Marches - too many choices (a la Velkkis), too much pressure (a la Tharozhul), too much indulgence (a la Brammara). Aeralyn then appeared because the Eastern Marches needed a new Warden. Others believe she is something far older, and only now gathering enough attention to fully exist. What is known is this: Aeralyn does not just rule the sky, she also watches through it.

PHYSICAL DESCRIPTION

Aeralyn is a young human female with light sky blue, impossibly perfect skin. Her all-white eyes are large and seldom blink. She has long, slender limbs and walks barefooted. The air around her is clear and still in her presence.

CORE BELIEFS

"To see is to survive." Awareness is the greatest defense.

"The dead are not gone - they are carried." Birds are believed to guide souls onward to the afterlife.

SYMBOL

A circle of small feathers arranged in a spiral, with one feather pointing outward like an arrow.

TYPICAL FOLLOWERS

Aeralyn's followers are relatively few but are growing in number faster than any other god. Her worshippers often include scouts, messengers, rangers, seers and omen-readers. She watches over grave keepers and those who tend the dead, along with common folk who observe rather than act. Some in the Eastern Marches complain of Aeralyn's constant watching, but her devotees take comfort in her ever presence. Her clergy are often quiet, perceptive, and calm.

Aeralyn's followers are often viewed as unsettling observers who "always know too much."

What others call Aeralyn's followers:

- Perchers
- Feather Cultists
- Wind Drunk

PLACES OF WORSHIP

Aeralyn has several newer temples located along the southern coastline of the Eastern Marches. Her sacred spaces also include high places (cliffs, towers, dead trees), and open-air shrines exposed to the wind. Figurines of Aeralyn are found in rookeries and nesting grounds, and the edges of battlefields where carrion birds gather. Her devotees call these sites "Perches." Common features of Aeralyn's Perches include hanging feathers and bones, wind chimes made of hollow reeds, and offerings left untouched - to only be taken by birds. The holiest Perches are places where large flocks gather unnaturally, the wind seems to carry whispers, and the people feel keenly watched over.

RELIGIOUS CEREMONIES

Rites involving Aeralyn are quite beautiful and captivating, which explains in part her appeal to younger mortals. Two examples include:

THE WATCHING HOUR

At dawn or dusk, followers wear nothing but sky-blue robes and sit in silence, observing the sky. Every movement and every bird is interpreted as potential meaning.

THE SKY BURIAL RITE

In some ceremonies the dead are left exposed above ground to be consumed by birds. This is seen as a sacred transition, not desecration. The soul is believed to be "carried upward." Trees and flowers are then planted where the body once lay.

CLERICS OF AERALYN

Clerics of Aeralyn often have birds gather near them. They notice small details others miss, and speak rarely, but with precision. Their magic manifests as sudden warnings or flashes of insight together with enhanced perception and foresight. Over time, Aeralyn's clerics can control or summon small birds. At higher levels they may briefly see moments before they happen, or perceive events from above, as if flying.

ROLE IN THE EASTERN MARCHES PANTHEON

Aeralyn's emergence is recalibrating the balance of the pantheon in the Eastern Marches. For example:

Aeralyn and Tharozhul (Observation vs. Judgment). This relationship represents quiet respect. Tharozhul acts - he draws the line. Aeralyn watches - she sees where the line should be drawn. Her followers often act as guides for his followers. They can warn them of breaches before they occur and identify threats before they ignite.

Aeralyn and Velkkis (Foresight vs. Uncertainty). This relationship represents tense opposition. Velkkis thrives on unpredictability, while Aeralyn suggests events can be seen coming. This creates philosophical conflict. Is the future fluid as Velkkis suggests, or is the future visible if you know how to look as Aeralyn? Encounters between their followers are often subtle, psychological, and full of competing interpretations of "signs".



BRAMMARA

Goddess of the Feast

MONIKERS

"Lady of the Cup"

"She Who Bids You Stay"

SPHERES OF ASSOCIATION

Food and Drink, Pleasure
and Indulgence, Hospitality
and Community

ABOUT

Brammara is an older and beloved god. In the early days after the *Ashfall Sundering*, when the land was torn and survival was uncertain, mortals in the Eastern Marches lived in a constant state of fear and deprivation. They hunted, hoarded, and hardened themselves by becoming as grim and unyielding as the wilderness itself. It is said that during this bleak age, a wandering figure appeared at the edge of a dying settlement. She brought with her no weapons, no tools, only a basket that never emptied and a cask that never ran dry. She fed the starving, warmed the freezing, and - most dangerously - taught them to celebrate again. This figure was Brammara.

Where another ancient god Tharozhul - the Ember Warden demanded endurance, Brammara offered reward. Where Velkkis, the Queen of Chaos unraveled certainty, Brammara made the present moment feel full, rich, and worth holding onto. Some say Brammara was born from the first true joy after catastrophe. Others whisper she is far older - a force that ensures mortals never fully abandon pleasure, no matter how cruel the world becomes. She brings warmth, blissful temptation, and humanity into the harsh and uncertain Eastern Marches.

PHYSICAL DESCRIPTION

A large, strong, and older woman of indeterminate race and history. She is always smiling and offering something to eat or drink. Her hair is a voluminous mess with a clip set here, and a pin set there. Her ample dress is covered in pockets, all filled with bits of food or trinkets to give to children. She has several noticeable scars and burns on her hands and face, mostly from reckless cooking and dancing.

CORE BELIEFS

"Life is uncertain. Taste it while you can." Pleasure is not a sin - it is the point. Celebration is an act of defiance.

"A full table binds stronger than iron." Community is built through shared experience.

SYMBOL

A golden goblet overflowing, with a single drop falling into a small flame below (sometimes interpreted as an insult to Tharozhul's burning ember image).

TYPICAL FOLLOWERS

Brammara's followers are widespread. She is especially popular in the Xlan Plains and large cities in the southeast of the Eastern Marches. Worshippers often include innkeepers, brewers, cooks, merchants and caravan leaders. Although she is largely associated with common folk seeking comfort and connection, she is also praised by nobles and hedonists. She is referenced in many bardic songs, and during celebrations. At the same time, she receives prayers from gluttons, and those trying to escape pain. Even those who don't consider themselves devout invoke her name before meals or drink.

Brammara is beloved by common folk, but is accused of softness and indulgence.

What others call Brammara's followers:

- Cup-Huggers
- Grease Priests
- Table-Warmers

PLACES OF WORSHIP

Popular temples to Brammara stand in Trillium, Mundell, and Sudland. They resemble lavish banquet halls more than sanctuaries. These often feature long communal tables, ever-burning hearths, and offerings meant to be consumed, not preserved. Her holiest site in Trillium is named the "Endless Table". It is a place where food never seems to run out, even when it should.

Brammara's presence is said to be everywhere people gather. Her sacred spaces include inns, taverns, feasting halls, and market squares during festivals. Figurines of Brammara are commonly found on the hearths in well-kept homes and hidden pleasure dens in cities.

RELIGIOUS CEREMONIES

Not surprisingly many rites in service to Brammara feature eating and drinking:

THE FIRST POUR

Before any gathering, a portion of drink is thrown high into the air or into the fire for Brammara - ensuring the feast is blessed.

THE OPEN TABLE

A sacred meal where no one may be turned away, regardless of status, wealth, or past deeds. Enemies may sit together under truce for the duration of the meal. Breaking this peace is considered a grave sacrilege, and bad luck for generations.

CLERICS OF BRAMMARA

Clerics of Brammara often radiate warmth and comfort. Most learn to conjure simple food and drink. All these clerics enhance morale, courage, and camaraderie in their followers, but induce lethargy or overindulgence in their enemies.

Miracles credited to Brammara feature turning meager meals into sustaining feasts, ending conflict through enforced hospitality, and causing enemies to falter through excess or distraction. While non-believers might argue these miracles would more accurately be described as magic and manipulation, Brammara's flock insists her hand guides all such events with good intentions.

At highest levels Brammara's clerics may create small spaces where violence simply cannot occur. The most powerful can compel others to indulge their own desires despite their best judgment.

ROLE IN THE EASTERN MARCHES PANTHEON

Clerics of Brammara nourish, embolden, and tempt – turning sustenance into power and pleasure into influence. Her most devout followers believe she is the most mortal of the gods and perhaps has demigod children among us. She is also credited with deciding who becomes pregnant in the Marches, and when.



DOVERLY

Goddess of Wisdom, Fortunate Passage, and Contentment

MONIKERS

"The Path"

"Remover of Obstacles"

SPHERES OF ASSOCIATION

Happiness, Wisdom, Travel, Peace

ABOUT

Doverly is the bright-minded goddess of wisdom, happiness, insight, and unexpected solutions - the one invoked when roads are blocked, minds are tangled, or spirits grow heavy. Among her many epithets, the *Remover of Obstacles* is the most beloved, reflecting her peculiar gift: not brute force or divine decree, but cleverness, laughter, and subtle shifts that cause barriers to dissolve or become irrelevant.

Though a goddess of wisdom, she is famously playful and childlike, delighting in riddles, pranks, and sudden revelations. She insists that her mirth is not frivolous - it is a higher form of understanding, a recognition that even the most rigid problem can be softened. She is widely revered and seen as the ideal fusion of intellect and creativity.

PHYSICAL DESCRIPTION

Doverly appears as a youthful figure with an ageless, luminous quality. Her skin glows faintly like warm parchment lit by candlelight. Her hair is a cascade of shifting hues - gold, copper, and soft violet - that seem to rearrange themselves like ink swirling in water. Her eyes are mismatched: one a bright, laughing green, the other is a deep, knowing blue. When she smiles, as she almost always does, small motes of light drift from her lips like fireflies. She is rarely still. Even in repose, she tilts, sways, or balances on one foot, as though the world itself is a game she is mid-way through solving.

CORE BELIEFS

"If you cannot break the wall, ask why it stands - or whether it stands at all."

Creativity is stronger than brute force.

"A darkened mind darkens the eyes." Happiness is a path to clarity.

COMPANION

Doverly is accompanied by a small, fox-like animal known as Tessi. With shimmering fur that shifts like ink on a page, Tessi is said to slip through cracks, locked doors, and even thoughts - emerging on the other side with secrets, keys, or solutions. Tessi is both instigator and guide, embodying Doverly's belief that the best path is often not the most obvious one. Children in the Eastern Marches love Tessi and are always claiming to see her scampering about here or there.

SYMBOL

Doverly's holy symbol is a spiral labyrinth broken open at one side, with a daisy crossing through it diagonally. The labyrinth represents complexity and confusion; the break signifies a clever solution or unexpected path forward. The daisy marks understated simplicity, and the small things as tools to overcome life's barriers. Followers often sketch simplified versions of the symbol in the margins of books, believing it invites clear thinking.

TYPICAL FOLLOWERS

Scholars, scribes, inventors, and wizards leave offerings to Doverly before embarking on difficult work. Within academia, Doverly is honored as the patron of breakthroughs and creative thinking. Her clergy are not always solemn; many are known for humor, unconventional teaching methods, and even orchestrated "accidents" designed to force insight. Tributes to Doverly involve riddles, collaborative problem-solving, or playful contests. Laughter is considered a sacred sound in her presence.

Doverly's followers are seen as brilliant, irritating, and incapable of taking anything seriously.

What others call Doverly's followers:

- Puzzle-Brains
- Door-Touchers
- Riddle-Rotten

PLACES OF WORSHIP

Doverly's temples are numerous. They are often found alongside universities or libraries. Her shrines are sometimes tucked into book repositories, workshops, or alcoves filled with half-finished ideas.

RELIGIOUS CEREMONIES

One famous tale of Doverly recalls the *Sealed Archive of Kethros* in Marabiza, whose doors could not be opened by any key, spell, or force. Scholars despaired for generations - until a child laughingly traced a crude spiral with a stick onto the door and pushed it sideways, revealing it had never been locked at all. The child vanished soon after, leaving behind only a whisper of laughter and a faint fox-shaped shadow. From this story developed the habit within Doverly's faith of tracing spirals in one's hair, on the skin, or on the ground.

Services to Doverly always feature music and singing. Followers often sing this short verse in moments of cheer, especially when a problem suddenly resolves:

*Twist the path and turn the key,
What is bound was never meant to be.
Laugh, and see what eyes ignore,
The hidden road, the open door.*

CLERICS OF DOVERLY

Doverly's clerics are valued for their insight and creativity. They are famous problem solvers and tend to be of good cheer. At higher levels they seem able to find solutions no one else can, and open doors others never see.

ROLE IN THE EASTERN MARCHES PANTHEON

Doverly stands in amused defiance of the sterner gods. She does not confront destructive forces head-on. Instead, she frustrates them - causing plans to unravel, strategies to fail, and rigid power to collapse under its own inflexibility. She is aligned with Lilleandred: Doverly believes that song and art are essential to happiness and progress. She buttresses Lilleandred at most every opportunity. Doverly stands in subtle opposition to Velkkis: If Velkkis thrives on corruption and entropic decay, Doverly opposes not by stopping decay, but by ensuring it never becomes final. There is always a loophole, a hidden path, a second chance.



GAV GALEB

God of Knowledge and Memory

MONIKERS

"The Book Without End"

"The Guiding Hand to Enlightenment"

SPHERES OF ASSOCIATION

Learning and Investigation, History

ABOUT

Historical knowledge has been passed down from generation to generation, society to society, for eons in the Eastern Marches. That invaluable store of information allows successful societies to thrive in the long term. Throughout the long accumulation of knowledge, Gav Galeb has watched over the keepers of this information. Gav Galeb is the protector of teachers, sages, and the curious. Under his watchful eye, memories and knowledge are gathered and secured.

Reverence of Gav Galeb dates back thousands of years. Stone carvings found in ancient Hyserian ruins near Marabiza show similarities to current symbols and depictions of Gav Galeb. He abhors the gods of destruction for they represent the greatest threat to legacy of knowledge. His affinity is for the followers of Lilleandred and Yamil, who foster creativity and ingenuity.

PHYSICAL DESCRIPTION

Gav Galeb is shown as an elderly man in light purple robes carrying a great scroll in one hand, and a waterskin in the other.

CORE BELIEFS

"Knowledge is King." Seek out and accumulate knowledge in all its forms.

"Protect the King." Protect and preserve the knowledge found.

SYMBOL

An open book with a flowering lilac shrub growing out of it.

TYPICAL FOLLOWERS

Those who seek knowledge, or seek to protect it, are the most likely followers of Gav Galeb. He has a strict warning to all (follower or not): "Forget me at your peril!". Generally, his followers include scholars and librarians, arcanists, teachers, and sages.

Gav Galeb's followers are respected but mocked for being detached and joyless.

What others call Gav Galeb's followers:

- Dust Monks
- Ink-Bloods
- Shelf Priests

PLACES OF WORSHIP

The followers of Gav Galeb do not worship in the strictest sense. Instead, they follow a series of edicts that prioritize the accumulation and storage of knowledge. The warehouses of this knowledge are sacred places where the keepers feel most at home. Libraries are the most common places where the followers of Gav Galeb congregate.

RELIGIOUS CEREMONIES

The only ceremonies of the followers of Gav Galeb occur when an acolyte finishes training and is ready to go out in the world seeking knowledge. Otherwise, followers engage in the meditative practice of transcribing documents and copying knowledge for safekeeping.

WIZARDS AND CLERICS OF GAV GALEB

Strict adherents to Gav Galeb's teaching are content being alone and surrounded only by books and scrolls. It is rumored that older followers of Gav Galeb can understand and speak all known languages.

ROLE IN THE EASTERN MARCHES PANTHEON

Gav Galeb stands in the background during the most important moments in the Marches. His influence and knowledge are at the center of most seminal moments, however. When leaders must make important decisions, they know to consult with a cleric of Gav Galeb to learn from the past and understand the chances of their future success.



GHIZ'TA

Goddess of Primordial Nature, Feywild, and Balanced Life

MONIKERS

"Protector of the Wild"
"The Circle"

SPHERES OF ASSOCIATION

Primordial Nature, Wilderness,
Balance, Life Cycle, Fey

ABOUT

As life on Asura and the Eastern Marches was shaped from ambient and formless primordial energy and mass, a protector and guide for this new life was needed. From this need sprung Ghiz'Ta, the original protector of the wild, wildlife, and the natural way. Ghiz'Ta's first task was to slow the explosive growth of the nascent habitats and the creatures who populated them. She taught that the approach to life must be measured and patient to be able to endure. The unruliest of her subjects were the feykind: the dryads, pixies, satyrs, and eladrin. Despite their wild and explosive nature, the feykind quickly learned the value of temperance to prolong their lives and the lives of all natural and wild beings. While Ghiz'Ta did not create the natural world, she protects it along with her fey allies and likeminded creatures of all sorts.

PHYSICAL DESCRIPTION

When Ghiz'Ta chooses to manifest for her followers, she universally appears as a female Gnoll matron. She wears layers of earth toned robes and is adorned with sprigs of sagebrush, hawthorn, and blackthorn. She also always bears a staff made of twisted oak. She is said to answer and appear in response to the supplications of new mothers and at the death ceremonies of revered tribal elders.

CORE BELIEFS

Ghiz'Ta teaches that harmony with the natural world and balance in all things is the path to a long and healthy life. The beauty of the natural world is an end unto itself, as it represents the highest state of existence. Respect, veneration, and protection of the natural world is everything. Followers of Ghiz'Ta do not adhere to a strict doctrine or specific theology. Rather, they are united in a series of general principles that are personally and liberally interpreted by the individual. These principles include:

"Nature is the Everything." Unspoiled nature is the ultimate state of being.

"We Exist Only to Serve Nature." Our duty is to protect the natural world for those who follow.

SYMBOL

Antlered deer silhouette with stars over antlers, surrounded by circular life cycle images.

TYPICAL FOLLOWERS

Ghiz'Ta has few true followers in the usual sense. In fact, she is all but completely unknown in urban and settled lands. In academic circles, she is more often regarded as a primordial force than as a distinct deity. However, on the fringes of society and in the wild, it is a very different matter. Recognition of her existence is far more common in the western and unsettled portions of the Marches, as well as in the mountains and the high steppes beyond. Generally, her followers include druids and naturalists, Gnolls and the Fey, rangers, wilderness guides, and pathfinders.

Her followers are viewed by city folk as wild, primitive, and anti-civilization. What others call Ghiz'Ta's followers:

- Root-Kissers
- Mud Druids
- Antlerfolk

PLACES OF WORSHIP

Given the free spirit and utter devotion to the natural world, followers of Ghiz'Ta rarely build formal temples or churches. For the few that do exist, they are found in rural communities which also have strong druidic influence proximately such as that of a druid grove or commune. Because there are no grand temples or central church, followers of Ghiz'Ta recognize the following as sacred places: druid groves, old growth forests, remote islands.

RELIGIOUS CEREMONIES

FIRIË

This celebration takes place in late fall when the veil between the planes is at its thinnest and is a time to honor ancestors and the dead.

NOSTARĒ

The spring equinox. Devotees celebrate fertility, balance, and the arrival of spring.

CLERICS AND DRUIDS OF GHIZ'TA

True followers of Ghiz'Ta dedicate themselves to nature and its protection. This sometimes results in their being anti-social, or at least socially awkward. Once they accept the truth that nature is everything, they have a hard time understanding or appreciating the trivial wants of the masses. Advanced adherents of Ghiz'Ta are said to be able to hear and speak with the animals, plants and even air around them.

ROLE IN THE EASTERN MARCHES PANTHEON

Ghiz'Ta provides an inviting alternative to people who dislike the expansion of the Marches and the explosive growth of its cities. She pushes back against several of the deities who put humans at the center of the world and focus on their wars and weaknesses.

Among the followers of Ghiz'Ta, recipes are rarely viewed as mere food. They are stories, seasonal rituals, and reminders that civilization survives only because it remains connected to the wild places from which it sprang.



JIMICK
God of the Sun

MONICKERS

"The Ashen Sun"
"The Devouring Radiance"

SPHERES OF ASSOCIATION

Piercing Light, Death, Destruction

ABOUT

Jimick was once believed to be a fragment of the sun. When he comes to the Eastern Marches his pitiless light reveals all and burns away whatsoever he desires. While he is associated with death, his followers say only he can provide a pure death, and therefore an honorable one. His power is unquestionable, and it has made him a popular and convenient god for those who believe the strongest always win.

PHYSICAL DESCRIPTION

Jimick wears neatly pressed clothing that seems to have a metallic glister. No fasteners or accessories are ever present. His eyes are bright flames that cast light onto his cheeks and nose. His hair is forced back by the heat of his face as though a strong wind is blowing at him.

CORE BELIEFS

"The light unmasks all." Light reveals truth, even when that truth is unwanted.

"All the world's impurities will be burned away." Nothing can escape the power and perfection of fire and light.

SYMBOL

A black sun radiating jagged, flame-like rays.

TYPICAL FOLLOWERS

Jimick attracts those seeking power or trying to retain it. Throughout the history of the Eastern Marches, most fanatical zealots credit at least some of their desires to Jimick. He is the patron of conquerors and tyrants but can also be found among the most feared apocalyptic cults.

Jimick's followers are almost universally feared.

What others call Jimick's followers:

- Sun-Mad
- Ash-Tongues
- Bone-Burners

PLACES OF WORSHIP

Jimick's followers rarely gather in too large a number or for too long. They are often hunted by goodly paladins or governments seeking to stomp them out before they organize. They do have a few strongholds, including in the fast eastern sun-blasted ruins. It is rumored they maintain an obsidian temple that is open to the sky, but very few claim to have ever seen in. The temple is described as being constructed entirely of sun-bleached bones.

RELIGIOUS CEREMONIES

THE SCORCHING RITE

Followers stand beneath the sun without protection for days at a time, until they feel Jimick penetrate their soul.

ASH COMMUNION

Worshippers eat sacred hot ash from burned offerings.

CLERICS OF JIMICK

The most famous adherent to Jimick has a complicated past. Once a healer of Brammara, Malvek turned to Jimick when he saw abundance led to complacency. Now he burns villages throughout the Eastern Marches to "free them from weakness," leaving only ash and sermons carved into stone. It is said Malvek has an aura that causes heat exhaustion in those who stand too closely. His followers are ardent and quietly increase in number every day.

ROLE IN THE EASTERN MARCHES PANTHEON

Jimick cults become more prominent during droughts or war. His followers often infiltrate armies, pushing them toward destruction rather than victory. During the early conflicts within the Eastern Marches' pantheon, Tharozhul gifted fire to mortals. Jimick twisted this gift into consumption without renewal. Where Tharozhul's flame warms and builds, Jimick's light sterilizes and annihilates. Aeralyn's prophecies sometimes include a blackened sun - this is Jimick rising. Velkkis occasionally calls for Jimick's influence during times of upheaval. Brammara despises him utterly, because he turns feast into famine.



KEENEY-KEENEY

God of Loyalty, Kinship, Instinct

MONIKERS

"Wolf God"

"Moon Father"

SPHERES OF ASSOCIATION

Loyalty, Kinship, Survival, Instinct, the Thin Border between Humans and Animals

ABOUT

Keeney-Keeney is not merely a wolf god - he is *the idea of becoming*. He embodies the moment when a man sheds his fear and takes on the strength of the wild, or when a beast learns restraint and loyalty. His followers say that all souls have "two skins," and Keeney-Keeney teaches when - and whether - to change. He is deeply tied to the origin of werewolves, though not all lycanthropy is considered a blessing. To his faithful, true transformation is sacred, controlled, and bound by oath. Those who succumb to mindless bloodlust are seen as having broken from the Pack and fallen into the "Empty Howl", a cursed state Keeney-Keeney himself despises.

When the people of the Eastern Marches travelled westward generations ago - they tell of Keeney-Keeney guiding them across the wild frontiers. Hundreds of years before the end of the Second Age, the Bjartr Dağur made the trek east from the far western high plains. They eventually founded the City of Sudland. During their journey the Bjartr Dağur tell stories of packs of wolves who were said to shadow the travelers, never attacking, always watching. At night, lone travelers who were lost would hear howls that led them back to campfires. As a result, entire clans claim their ancestors were saved by "the Grey Guide," a towering wolf who walked upright under moonlight.

Because of this, Keeney-Keeney is seen as a guardian of kin and continuity. Many clans in the Eastern Marches still trace their lineage not just through blood, but through "the

First Pack" - a spiritual ancestry tied to him. To abandon one's family or betray one's clan is considered a direct insult to Keeney-Keeney.

PHYSICAL DESCRIPTION

A middle-aged man whose every feature hints at the aspect of the wolf. His eyes and ears are larger than normal. His teeth are sharper. His dark brown hair is tinged with gray and black.

CORE BELIEFS

"The Pack Above the Self." Strength comes from unity.

"Hunt with Purpose." Violence must have reason.

SYMBOL

A wolf's head split down the center (one half flesh, one half spirit) beneath a crescent moon.

TYPICAL FOLLOWERS

Followers of Keeney-Keeney organize themselves into packs, even in civilized settings. Families eat together nightly when possible. Oaths are sworn under the moon. Betrayal is punished harshly, often by exile (being "cast from the pack"). Werewolves or other shapeshifters tied to Keeney-Keeney are not automatically evil - in fact, some are revered as pack guardians, provided they maintain control and loyalty.

Keeney-Keeney's followers are feared in civilized areas because of lycanthropy associations.

What others call Keeney-Keeney's followers:

- Moon-Bitten
- Dog Priests
- Furbacks

PLACES OF WORSHIP

Most churches to Keeney-Keeney are found in smaller frontier towns. He also has followers in larger cities, but they generally view him as a supplementary god to their primary deity.

RELIGIOUS CEREMONIES

The people who settled the present-day City of Mund were also migrants from the west. During the final days of migration, a warband hunted them across a plain. Exhausted and surrounded, the clans prepared to die. On the night of the full moon, Keeney-Keeney answered their prayers. Every man, woman, and child was said to have taken on some aspect of the wolf. Some grew claws and fought like beasts, others gained the speed to outrun the enemy. The warband was torn apart by a force it could not comprehend. At dawn, the survivors stood as themselves again - but forever changed. From that night on, the Mund clans swore the Oath of the Pack, binding themselves to mutual defense and loyalty. Even now, rare individuals called Moon-Touched are believed to carry a fragment of that miracle.

Present-day followers celebrate this event as *Keeney-Keeney's Miracle: The Night of a Thousand Forms*. They dress as wolves and pray throughout the night to honor the survivors and their guardians.

CLERICS OF KEENEY-KEENEY

Clerics of Keeney-Keeney are protectors of community, judges of loyalty and betrayal, and guides through transformation (physical, emotional, or spiritual). They often carry animal pelts or cloaks, crescent-shaped blades, and totems carved from bone or antler. Their magic frequently enhances senses, mobility, shape-shifting or primal ferocity.

ROLE IN THE EASTERN MARCHES PANTHEON

Keeney-Keeney has a complicated relationship with the chaotic god Velkkis. Both gods value transformation, but where Velkkis embraces randomness, Keeney-Keeney demands purpose and loyalty. Keeney-Keeney teaches: *"Change without bond is madness."* Velkkis counters: *"Bond without change is stagnation."* Their followers often clash philosophically, but in times of upheaval, their powers can align - creating terrifying and powerful transformations.

Keeney-Keeney's relationship with Brammara is warm and deep. They are often worshipped together. Feasts, shared meals, and drink are sacred to both gods. Keeney-Keeney values the ritual of eating together as a family. Brammara ensures the joy of life; Keeney-Keeney ensures the bond that makes it meaningful. Clerics of both gods commonly officiate weddings, harvest feasts, and clan gatherings together.

Among the faithful to Keeney-Keeney, this is the most common supper prayer. It is especially popular on the farmsteads of the central Eastern Marches and among fishing families along the Sapphire Sea.



LILLEANDRED

Goddess of Song and the Arts

MONIKERS

“Song of Life”

“Great Muse”

SPHERES OF ASSOCIATION

Creativity, Beauty, Inspiration

ABOUT

Almost from the beginning of nascent consciousness, the creatures of the world have sought to work and shape the materials around them to stimulate their intelligence and provoke feelings within themselves and others. Those that feel the pull to create have surely heard the song of Lilleandred, the great muse of the world. It is not just artists who hear the call of Lilleandred. Crafters of all types: cloth, kitchen, stone and steel, are inspired by the Great Muse as her gentle, melodic hum reverberates through the cosmos. Lilleandred teaches those that listen that the beauty of the arts lies not in the final product, but in the process of creation itself.

PHYSICAL DESCRIPTION

Lilleandred appears as an unremarkable woman, who is without her right arm. This is not something she tries to hide – she often wears sleeveless dresses and shirts. Her clothing is often a kaleidoscope of moving colors and shapes. Her lips always pursed as though she will break into song at any moment. She also proudly wears a silver short sword at her side that seems to change color depending on the light.

CORE BELIEFS

“Listen to Lilleandred’s song.” Art and inspiration are everywhere.

“Celebrate beauty wherever you find it.” Art and song must be supported and protected.

SYMBOL

A lyre surrounded by two fronds.

TYPICAL FOLLOWERS

Those that listen to the song of Lilleandred feel her influence and let it flow through them. Her tenets cross a wide swath of cultures in the Eastern Marches, and she is often known by different names among them. It is not uncommon for a bard to say a quick prayer to Lilleandred before taking the stage. The dwarven stonemasons refer to her as Lellandra and her song reverberates with each hammer strike. Lilty songs to Lehanna rise above the treetops as elven weavers craft extraordinary items of silken cloth. Generally, her followers include artisans and crafters, performers, bards, and brewers and vintners.

Lilleandred’s followers are loved socially and mocked politically.

What others call Lilleandred’s followers:

- Songbirds
- Stage Saints
- Halfworkers

PLACES OF WORSHIP

Despite being pervasive across the Marches, there are no true temples or places of worship to Lilleandred in the conventional sense. Often, a small amphitheater or performance space, or a communal crafting space will be dedicated to her, almost always referencing her song in its name. One example is the Theater of the Song in Marabiza.

RELIGIOUS CEREMONIES

For the followers of Lilleandred, every song, every painting, every performance is a celebration of her power and presence. Some communities, especially artists and crafter colonies, will host fairs and festivals dedicated to Lilleandred.

CLERICS AND BARDS OF LILLEANDRED

Lilleandred’s lifelong followers are sometimes just called Patrons of Lilleandred. They promote and protect artists as the true manifestations of Lilleandred and her teachings. Many spend their lives as craftspeople who construct one of a kind magical instruments or texts.

ROLE IN THE EASTERN MARCHES PANTHEON

Lilleandred shares a kindred spirit with Brammara and Malli. Is it common for Lilleandred to be worshipped in addition to another god. She is gaining more followers in the larger cities of the Eastern Marches as a god that can bring favor and joyfulness without angering other more jealous deities. Lilleandred is like a sister to Yamil, as ingenuity and inspiration work together in harmony.



MALLI

Goddess of Healing, Renewal, and Joy

MONIKER

"Panacea of the Marches"

SPHERES OF ASSOCIATION

Life, Health, Joy

ABOUT

Malli is the goddess of healing, renewal, and joy. She is revered across the Eastern Marches as the living embodiment of life's refusal to end. Where rot gives way to new growth, where wounds knit and breath returns, there she is. Her followers say that her magic does not descend from the heavens, but rises - from the black soil, from spring-fed streams, from the hidden vitality of the Marches themselves. To invoke Malli is not to call something distant, but to awaken what already lies beneath one's feet.

It is widely believed that Malli was not born among the original pantheon but emerged later, formed from the land itself after ages of bloodshed in the Eastern Marches. Some myths claim she arose in response to the devastation wrought by warring gods and darker powers, a necessary balance to cycles of destruction. Priests teach that she is both goddess and manifestation - a divine consciousness rooted in the soil and clean waters that sustain life. Her temperament is famously gentle, radiant, and quietly joyful, but tempered with resilience and purpose. Malli does not merely celebrate life; she restores it.

One of the most famous tales recounts how Malli revived the *Weeping Fields*, a battlefield so soaked in blood that nothing would grow there for generations. It is said she walked the land for three nights, weeping into the soil as she strode. Where her tears fell, the ground softened, and by the fourth dawn, green shoots emerged. Today, the fields are among the most fertile lands in the Xlan Plains.

PHYSICAL DESCRIPTION

Malli appears as a tall, luminous woman with skin like fertile earth after rain - deep brown, flecked with subtle glimmers of green and gold. Her hair flows like living vines threaded with blossoms that change with the seasons. Her eyes are clear and reflective, like still water at dawn. When she walks, grass and flowers bloom in her wake, even in barren places. Her presence carries the scent of rain, loam, and crushed herbs - a reminder that healing is both sacred and grounded.

CORE BELIEFS

"Life is Always Next." Death is part of renewal, not its enemy.

"The Smile is the Unbreakable Shield." Joy is not frivolous - it is proof of life's persistence.

COMPANION

Malli is most often accompanied by a ghostly white hart known as Sylvin, a majestic stag with branching antlers that resemble young trees. Sylvin is said to roam the Marches, appearing to the lost, the wounded, or those on the brink of despair. Where the hart treads, poisoned land is said to cleanse itself, and the sick are revived.

SYMBOL

Malli's holy symbol is a cupped hand cradling a sprouting seed, with a single drop of water suspended above it. In the southern regions, the seed is depicted already breaking open, symbolizing renewal through struggle. This symbol is often carved into wooden charms or etched into clay, emphasizing her connection to natural elements.

TYPICAL FOLLOWERS

Healers follow Malli. At some point everyone in the Eastern Marches calls out her name during an illness, injury, or when at death's door. She appeals to anyone who still maintains hope, or need her help finding it.

Malli's followers are generally admired but sometimes dismissed as naïve.

What others call Malli's followers:

- Flower Hands
- Mud Healers
- Tear Gardeners

PLACES OF WORSHIP

Malli is one of the primary goddesses in the Eastern Marches. Her temples include four grand structures spread throughout the continent. Her temple in Ockney's Hold is one of the most peaceful places on the continent.

Places of worship to Malli can also be found in sacred groves, springs, and cultivated gardens.

RELIGIOUS CEREMONIES

The simplest part of any ceremony to Malli involves worshippers holding hands and concentrating on sharing their healthy energy with those around them. Devotees also engage in group songs or chants that are believed to fend off potential illnesses.

CLERICS OF MALLI

Clerics of Malli regularly serve as healers, midwives, and restorers of land blighted by magic or war. They believe that healing is not an act of dominance over nature, but cooperation with it.

ROLE IN THE EASTERN MARCHES PANTHEON

Malli shares a natural harmony with Ghiz'ta, as they both deeply value the natural world. Together, they are often invoked in rites of growth and recovery. Malli holds a unique and tender connection to Tiah. She does not defy death but ensures that it is part of a cycle rather than an end. Some myths suggest she comforts the child god, guiding lost souls gently into his care. Malli sometimes accuses Yamil of doing too much to reshape the world and drain it of its resources. Other times she views Yamil as understanding the value of the soil and plants. Their tension is not merely philosophical - it plays out in depleted forests, polluted waters, and the desperate efforts of their different followers to claim dominion over them.



NYRATTIS

Queen of Desire

MONIKERS

"The Veiled Hunger"
"Lady of the Hollow Heart"

SPHERES OF ASSOCIATION

Trickery, Knowledge, Enchantment
and Seduction

ABOUT

Nyrattis was born from what Brammara could not contain - desire without satisfaction. She operates in shadows - courts, guilds, and temples. Entire cities may unknowingly serve her through cycles of corruption and craving. She understands the imperfections of the mortals in the Eastern Marches and promises them whatever they most desire.

PHYSICAL DESCRIPTION

Nyrattis always appears to be in shadows - even when standing in bright light. Her full lips draw the eyes as it seems like she is always on the verge of first love's kiss. Shimmering waves of heat rise from the ground beneath her and obscure clear sight of her actual form. From a short distance she seems perfect, without any flaw. But the closer one approaches, the more difficult it is to make out any detail, until you are completely enveloped by her essence and a feeling of uneasy euphoria.

CORE BELIEFS

"Desire is truth - but incomplete fulfillment is a lie." Have what you desire, without reservation.

"Secret truths are more valuable than gold." Love can be the most delicious form of control.

SYMBOL

A goblet split down its center. Nyrattis sees the goblet as a finite vessel. She demands her followers take all that they want - without any constraints.

TYPICAL FOLLOWERS

Nyrattis attracts courtiers and manipulators, addicts and thrill-seekers. Her followers include spies and secret-keepers. She also welcomes with open arms any broken priests of Brammara, who she favors with extraordinarily dark powers of persuasion and seduction.

Nyrattis' followers are distrusted almost everywhere.

What others call Nyrattis's followers:

- Velvet Knives
- Whisperwives
- Honey Mouths

PLACES OF WORSHIP

Unable to worship her in the open, her ardent followers often gather in underground pleasure dens. She also finds home in several secret shrines beneath noble estates throughout the Marches.

RELIGIOUS CEREMONIES

THE UNMASKING

Not exactly a ceremony, this is simply the moment a follower of Nyrattis takes pleasure in extracting a confession from someone using only manipulation.

THE BINDING WHISPER

A ceremony resulting in a magical pact with Nyrattis sealed with secrets of the innocent offered in exchange.

CLERICS OF NYRATTIS

Clerics of Nyrattis manipulate desire, secrets, and emotional weakness. Perhaps her most infamous priest is Velisara the Gentle Voice. She is a soft-spoken advisor to a regional lord. Every decision she influences leads to deeper dependency - on her, on pleasure, on secrets. Those who oppose her find their darkest desires exposed.

ROLE IN THE EASTERN MARCHES PANTHEON

Where Brammara celebrates pleasure and fulfillment, Nyrattis embodies uncontrolled want, obsession, and emotional void. Velkkis delights in Nyrattis' unpredictability, though even she finds her manipulations unsettling. Aeralyn sees Nyrattis in some fractured omens - mirrors, reflections, and lies. Tharozhul opposes her directly; she corrupts what he builds by hollowing it from within.



THAROZHUL

God of Ash, Fire, and Borders

MONIKERS

"The Ember Warden"
"Keeper of the Last Light"

SPHERES OF ASSOCIATION

Fire (controlled), Boundaries and Frontiers, Survival and Endurance

ABOUT

Long before the Eastern Marches were settled, when the forests stretched unbroken and the mountains whispered with primordial spirits, there was a great cataclysm known as the *Ashfall Sundering*. During this event, a star fell from the skies and burned for seven days and nights, igniting vast swaths of land and awakening something ancient beneath the ground. From that fire emerged Tharozhul, not born but kindled - a being of living ember and will. He stood at the boundary between destruction and survival, holding back the spreading inferno that threatened to consume all life. Where he walked, the flames halted; where he turned away, only ash remained.

Tharozhul did not save the land out of mercy - but out of balance. Fire, he believes, must both destroy and preserve. The Marches exist because he chose where the line would be drawn. Over centuries, he has faded from most direct presence, becoming a distant but ever-watchful force. He is felt most strongly at twilight, in dying campfires, and in the uneasy silence before disaster.

PHYSICAL DESCRIPTION

Tharozul is a barrel-chested older man with ever watchful eyes. His feet seem cemented to the bedrock hundreds of feet underground. Everything about him appears worn, aged, and yet indestructible. The deep crevasses in his face are a testament to his unwavering promise to be steadfast.

CORE BELIEFS

"Strength is proven in what survives." Hardship is not cruelty - it is refinement.

"Hold the line." When chaos comes, someone must stand and decide where it stops.

SYMBOL

A smoldering coal encircled by a broken ring of black iron, often depicted glowing faintly in darkness.

TYPICAL FOLLOWERS

Tharozhul is not universally adored, but he is deeply respected. Many of his followers live scattered throughout the central spine of the continent. Generally, his devotees include frontier wardens and rangers, and isolated villagers living near dangerous wilds. His believers tend to be pragmatic, stoic, and distrustful of excess comfort.

Tharozhul's followers are feared for their severity and harsh judgment.

What others call Tharozhul's followers:

- Boundary Hounds
- Ash Wardens
- Stone Priests

PLACES OF WORSHIP

Tharozhul has several substantial temples throughout the Eastern Marches. There is no single grand church that stands above the rest. Smaller churches of Tharozhul are common. One such example is in the far eastern coastal Town of Windom. His followers recognize the following as sacred places: charred groves where new life has begun to grow, stone fire circles at the edges of settlements, and ruins partially reclaimed by moss.

RELIGIOUS CEREMONIES

THE DIMMING VIGIL

Held at dusk, followers sit in silence around a fire as it dies down naturally. No one may add fuel. Each person reflects on what they must let go of to find internal calm.

THE ASH MARKING

After surviving hardship (battle, illness, disaster), a follower marks their eyelids with sacred ash. This signifies they have been "tested and tempered."

CLERICS OF THAROZHUL

Tharozhul's loyal clerics stand at the boundary between destruction and survival, wielding controlled flame and unyielding resolve. These clerics sometimes glow faintly when casting spells. Some leave behind drifting ash when using powerful magic. All seems to be able to sense when a boundary (physical or spiritual) is about to be breached.

ROLE IN THE EASTERN MARCHES PANTHEON

Tharozhul's presence in the Marches is that of a patron who demands sacrifice for survival. He endorses harsh frontier justice and is a looming presence tied to ancient, recurring catastrophes. The most zealous disciples believe Tharozhul may also be holding something far worse at bay. His popularity is declining because many older followers believe he is weakening as civilization expands. They foretell a day when a new champion of Tharozhul will "draw the line" again.



TIAH

God of Death, Peace, and Twilight

MONIKERS

"The Last Breath"
"The Quiet Child"

SPHERES OF ASSOCIATION

Death, Tranquility, Twilight

ABOUT

Tiah's history feels half-remembered and quietly intimate - like something everyone knows, but no one can fully explain. Followers of most other gods in the Eastern Marches also believe in Tiah. In many ways he compliments the other gods. Perhaps it is for that reason that several of the other gods take credit for Tiah's very creation. Clerics of Tiah do not argue over which story is true. Instead, they say "All endings have many beginnings." To them, Tiah's history is not a single event, but a necessary emergence. When suffering became too great - Tiah appeared. When chaos became endless - Tiah appeared. When joy became hollow - Tiah appeared. When the afterlife left some behind - Tiah appeared. Tiah exists because something in the world required an ending that was gentle, inevitable, and shared.

There is however a secret doctrine within Tiah's church, one only whispered among its high clergy. They believe that Tiah is the only god whose power grows over time. Every death strengthens Tiah's presence, and every remembered name deepens Tiah's being. Some priests suggest that one day, when the last creature dies, Tiah will not vanish but will simply sit beside the last soul - and reign over all things. A few priests who have left the faith argue that Tiah is evil. They say Tiah thrives on death and is quietly amassing power so that one day he will overthrow the other gods and kill all mortals left in existence.

PHYSICAL DESCRIPTION

Tiah appears as a young boy, usually between five and eight years old. His eyes are deep, reflective pools - sometimes filled with stars, sometimes with soil. He is often barefoot, carrying a simple toy: a wooden horse, a long reed, or a bundle of blocks tied with twine. Where Tiah walks, sound softens. Wind dies. Even pain seems to hesitate. He does not speak often - but when he does, it is with unsettling clarity.

CORE BELIEFS

"You are not alone". Tiah is not the god of death as an ending - but of being carried through death. He does not cause death but arrives after and sits beside the dying so they are not alone. He gathers the spirits of the forgotten.

"I will remember you." Children, especially, are said to see Tiah in their final moments - not as something to fear, but as someone familiar. He remembers the names no one else speaks.

SYMBOL

A child's handprint pressed into ash or mud.

TYPICAL FOLLOWERS

Tiah is known throughout the Eastern Marches and acknowledged by almost every other religion. He is especially called upon by the lonely, or infirm. Not surprisingly children often build small shrines to Tiah and pray for his protection from all things frightening in their lives.

Tiah's followers are deeply respected but make many uncomfortable.

What others call Tiah's followers:

- Grave Children
- Quietlings
- Death Sitters

PLACES OF WORSHIP

There are very few churches dedicated to Tiah. It is common however for followers of other gods to create shrines to Tiah, sometimes even within churches to their own gods. Shrines to Tiah are generally small, low stone markers. They are often found at crossroads, graveyards, and battlefields.

RELIGIOUS CEREMONIES

Tiah is not widely worshipped - but is deeply respected. Rituals to Tiah typically take place at his shrines. These include leaving toys, bones, or simple handmade objects. Some will whisper the names of the dead into the ground or just sit in silence with the dying.

CLERICS OF TIAH

Clerics of Tiah are often undertakers, midwives (who understand both arrival and departure), grave keepers, or orphans of those who have faced death early. They tend to be soft-spoken, patient, and difficult to rattle. They do not preach fear. They offer presence. These clerics do not command death - they accompany it. They ease suffering, guard the boundary between life and death, and ensure that every soul is remembered and gently guided onward.

ROLE IN THE EASTERN MARCHES PANTHEON

Tiah is often described as the only being Tharozhul does not burn. Where Tharozhul represents the agony and endurance of life's trials, Tiah represents the release from that burden. Where Tharozhul *tests* the living, Tiah *receives* them when the test is done. Clerics of Tharozhul sometimes view Tiah with quiet gratitude - though rarely speak his name aloud.

Tiah is the counterbalance to chaos. Where the chaos god revels in uncertainty and possibility, Tiah is the one certainty no chaos can undo. However, the two share a strange kinship. Velkkis scatters lives into unpredictable paths. Tiah gathers them all in the end. In some stories, the chaos god tries to "hide" souls from Tiah - only for the Quiet Child to always find them anyway, gently and without conflict.

Tiah's relationship with Brammara is deeply bittersweet. Tiah is often depicted sitting quietly at the end of feasts, unseen by revelers. The pleasure god celebrates life's fullness. Tiah honors its completion. Offerings to Tiah include the last sip of wine, the final bite of bread, and a place set at the table for "the unseen guest". Clerics of pleasure sometimes tell followers, "Eat well, drink deeply - so when the Child comes, you go contented."

Tiah and Aeralyn are closely linked through birds and souls. It is believed that Aeralyn's birds guide souls to the sky, but Tiah decides when they are ready to be released. Crows, sparrows, and pale doves are sacred to both. In some myths, Tiah carries a broken-winged bird that Aeralyn once gave him - a symbol of the fragile boundary between life and death. Aeralyn sees far. Tiah sees after and says, "No one goes alone."



VANATATH

God of War, Justice, and Penance

MONIKERS

"The Iron One"
"The Redeemer"

SPHERES OF ASSOCIATION

Battle, Judgment, Retribution,
Redemption

ABOUT

The concept of judgment and retribution has existed as long as civilization itself, but Vanatath rose to prominence during the *Consolidation Wars* in the Eastern Marches. As settlements grew into fortified towns and cities, conflict demanded more than brute strength - it required order, discipline, and consequence. Worship of Vanatath spread among those who believed that war was not chaos, but a tool of justice.

In the northern Eastern Marches, where survival required both strength and structure, Vanatath became the dominant war deity. His followers forged armies that did not fight for glory, but for honest judgment and verdict. The defining moment of his faith came during the *Battle of Frostfall Ridge*. Outnumbered and trapped, his high priest ordered the destruction of all retreat. That night, witnesses claimed a massive iron figure stood against an oncoming storm. At dawn, Vanatath's forces descended in perfect formation and annihilated their enemies. From that day forward, his doctrine became absolute: goodness requires that judgment must be achieved - no matter the cost.

PHYSICAL DESCRIPTION

Vanatath manifests as a towering, iron-forged war god whose presence embodies both battlefield dominance and merciless judgment. His body appears sculpted from dark living metal, veined with faint, ember-like fissures that glow when he passes judgment or enters battle. His eyes burn a steady, unwavering crimson - not wild with rage, but precise and condemning. His long black hair is bound in tight war braids threaded with iron rings, each said to represent a judged soul, either redeemed through penance or broken by their refusal to atone. He wears massive, squared gauntlets etched with runes of law and retribution. These gauntlets are not merely weapons; they are instruments of judgment. When he strikes, it is said he crushes the flesh and weighs the soul beneath it.

CORE BELIEFS

"War begets peace." There is peace and goodness at the center of war. It is the ultimate truth and infallible judgment of what is and what shall be.

"Judgment must be delivered without hesitation." Penance is not optional - it is the path to redemption.

SYMBOL

A round shield encircled by metal spikes, bearing an unblinking eye at its center. The shield represents protection through order and law. The spikes symbolize pain, consequence, and penance. The eye signifies judgment - nothing escapes Vanatath's gaze. This symbol is often etched into iron, branded onto shields, or worn as a heavy pendant. Among militant orders, it is frequently painted deep red on a black field.

COMPANION

Vanatath is accompanied by Graymaul, a colossal ironhide dire boar. Its scarred, armor-like skin and unstoppable charge represent the inevitability of judgment. Once set in motion, it cannot be halted. Where Vanatath is disciplined judgment, Graymaul is its execution: brutal, direct, and absolute.

TYPICAL FOLLOWERS

Paladins are naturally drawn to Vanatath. His followers also include clerics, soldiers, and city militia. But those outside the law also pray to Vanatath, especially those seeking vengeance with purpose. Even barbarians and outlanders may invoke Vanatath - not for chaos, but for justified retribution.

Vanatath's followers are seen as disciplined zealots.

What others call Vanatath's followers:

- Iron Priests
- Red Judges
- Shield Monks

PLACES OF WORSHIP

Churches and fortresses dedicated to Vanatath are found throughout the Eastern Marches. Some of his notable holy sites include the *Iron Bastion* in West Galen, a fortress-monastery where warriors and judges are trained through brutal trials. Another is the *Crimson Arena of Mundell*, a sacred battleground where disputes are settled through combat, and victory is seen as divine judgment.

RELIGIOUS CEREMONIES

Ceremonies to Vanatath are the same wherever they occur in the Eastern Marches. Monthly confession is mandatory. All services end with the ringing of the *Gong of Justice*. Followers then fast in silence for a full day.

PALADINS AND CLERICS OF VANATATH

Paladins of Vanatath become living instruments of judgment. They are tasked with hunting transgressors, enforcing divine law and ensuring punishment is carried out. They are both warriors and judges, feared not just for their strength, but for their certainty.

ROLE IN THE EASTERN MARCHES PANTHEON

Vanatath is the stern guardian of justice, righteous war, and honorable sacrifice in the Eastern Marches. Those who worship him believe that peace survives only when courage is tempered by discipline. His faith emphasizes restraint as much as valor, insisting that the greatest victory is one won without cruelty or needless bloodshed. His followers are respected throughout the Eastern Marches as steadfast protectors whose word, once given, is considered as unbreakable as tempered steel.



MONIKERS

“Queen of Chaos”
“Lady of the Unbound Thread”

SPHERES OF ASSOCIATION

Chaos and Uncertainty, Luck,
Fortune and Misfortune, Fate

ABOUT

In the earliest days of the Eastern Marches, the world was said to be too stable. The forests did not shift, rivers did not change course, and fate itself was rigid as iron. Clans rose slowly, but once they formed, they endured for ages. This stagnation created something unseen: a tension in the fabric of reality. That tension snapped during an event called the *Shattering of Certainties*, when it is said one hundred simultaneous impossibilities occurred, including the Rawlinsflow River flowing backward for a year, a king being born twice, and combatants on the battlefield forgetting who had won.

From this unraveling emerged Velkkis, not as a single form, but as a presence of endless possibility. She is said to wear a thousand masks, each representing a different outcome that almost happened, or might still. Velkkis did not create chaos. She revealed that it was always there, waiting beneath the illusion of order. Where Tharozhul draws the line, Velkkis erases and redraws it many times over. She is a deity of chaos, change, and chance that feels native to the often unpredictable and dangerous Eastern Marches. She is not random but is instead inevitable upheaval and dangerous possibility. Her essence is especially in tune with the lingering magic of the Mageocracy of Hyseria in Marabiza and the northern Marches.

PHYSICAL DESCRIPTION

Velkkis’ face and shape change according to her whim. Yesterday she might appear as a tired old woman, and today as a jubilant teenager. In her truest form she is beautiful, but there is nothing about her that is symmetric. Nothing matches; nothing is consistent. From her mismatched shoes to the different colors of her fingernails, she never appears as the same woman twice.

CORE BELIEFS

“Nothing is certain - this is the only certainty.” Even the gods may change.

“All paths exist until one is chosen.” Choice is sacred, dangerous, and limiting.

SYMBOL

A split mask, one side beautiful, the other terrible, with a spiral crack running through both halves.

TYPICAL FOLLOWERS

Velkkis attracts those who either embrace uncertainty or have been shaped by it. She is especially popular among gamblers, swindlers, and risk-takers. She is revered by wanderers and exiles, sorcerers and wild magic users. Those who claim to hear her whispers include revolutionaries and agents of upheaval, and prophets who receive contradictory visions. Some worship her devoutly. Others curse her but still leave offerings just in case.

Velkkis’ followers are viewed as dangerous, unreliable, and contagious.

What others call Velkkis’s followers:

- Threadbreakers
- Luck Leeches
- Mask-Wearers

PLACES OF WORSHIP

Velkkis has no fixed temples, only shifting meeting places and sanctuaries. It is common to find Velkkis’ followers meeting in traveling shrines carried in wagons or packs, or at crossroads where strange events have occurred. More permanent structures used to pray to Velkkis include abandoned buildings repurposed briefly, then left again, and carnival tents, gambling dens, or hidden rooms (often behind mirrors). Her most sacred spaces are called “Turning Grounds”. These are places where reality has been noticeably bent or changed. These might feature objects that subtly shift position when unobserved, symbols drawn, erased, and redrawn repeatedly, or offerings left...and replaced with something else.

RELIGIOUS CEREMONIES

THE UNMOORING

Participants deliberately disrupt their own routines. They may burn a cherished possession, change their name for a day, or start a journey without knowing the destination. These rituals honor transformation through voluntary chaos.

THE NIGHT OF TURNING

A rare, communal ritual held when omens suggest reality is “thin.” During this night Velkkis’ adherents wear masks and exchange identities with one another. They speak guarded secrets aloud and shift alliances. At dawn, all actions are considered binding, even if made in disguise.

CLERICS OF VELKKIS

Velkkis' clerics are committed to manipulating probability, twisting outcomes, and weaponizing uncertainty. Her clerics claim to experience flickers of alternate possibilities. Many of them have subtle, shifting features such as eye color or tone of voice. They can cause minor coincidences around them, like two friends unwittingly wearing the same color shirt, or a group of cats that meow in unison. At higher levels Velkkis' clerics seem able to choose between two outcomes after seeing both briefly in their mind. They can also force others to confront the consequences of unrealized choices.

ROLE IN THE EASTERN MARCHES PANTHEON

Velkkis amplifies several undertones common in the Eastern Marches. She introduces uncertainty and tension into otherwise stable situations. She is sometimes a driving force behind unexpected alliances. She is often thanked or cursed for being the unseen force behind sudden regime changes, magical anomalies, and fortunate (or disastrous) coincidences. Her most devout followers believe she conflicts with gods of order or fate, and is quietly guiding events toward a massive, inevitable upheaval. Her small interventions in the lives of the mortals in the Eastern Marches are simply tests to learn whether the Marches can adapt or will collapse.



VORO KEL

God of the Seas

MONIKERS

“Keeper of Sunken Truths”
“Lord of the Sapphire Silence”

SPHERES OF ASSOCIATION

Bodies of Water, Death, Storms,
Lost Knowledge

ABOUT

Before the Eastern Marches were settled, sailors whispered of something beneath the Sapphire Sea that did not create the waters - but claimed them. Voro Kel was not born like other gods; he coalesced from memory, loss, and everything the sea swallowed and refused to return. He is ever-present in the minds of sailors and their families. In many ways he stands apart from the rest of the pantheon as no other god has challenged his dominion over the seas.

PHYSICAL DESCRIPTION

The few who claim to have seen Voro Kel report him as a gigantic man with no mouth and no ears. Made more of stone than flesh, he appears to have spent most of his centuries underwater. His grey eyes convey a knowing, and an inevitability.

CORE BELIEFS

“All things belong to the deep eventually.” Memory is a burden - the sea forgets for you.

“Silence is sacred; speech disturbs truth.” The surface world is just a noisy distraction.

HOLY SYMBOL

A closed eye submerged beneath three downward-curving waves.

TYPICAL FOLLOWERS

Voro Kel has a loyal following of cultists and zealots. Their ranks swell after shipwrecks when survivors claim to have “heard the deep speak”. There are small pockets of coastal monks who adhere to his tenets and make sacrifices in his name.

Voro Kel’s followers are whispered about more than openly insulted.

What others call Voro Kel’s followers:

- Drowned Ones
- Salt Monks
- Wave Graves

PLACES OF WORSHIP

There are three old and terrifying churches of Voro Kel on the eastern shores of the Eastern Marches. His clerics also hold services in sea caves filled with still water, ships deliberately sunk as shrines, and black-stone tide altars revealed only at lowest ebb.

RELIGIOUS CEREMONIES

THE QUIET DROWNING

Initiates are held underwater until they “hear” Voro Kel.

TITHE OF THE LOST

Objects of emotional value are cast into the sea to appease and feed Voro Kel.

CLERICS OF VORO KEL

Dark, stormy, brooding and confident best describe Voro Kel’s priests. Perhaps the best known is Sister Naivra the Unbreathing. A former noblewoman who walked into the sea and returned days later, she speaks rarely, and when she does, her voice sounds like it comes from underwater. She collects secrets - and then ensures they are never spoken again.

ROLE IN THE EASTERN MARCHES PANTHEON

Voro Kel is feared along coastlines and river deltas. Entire villages secretly try to appease him to prevent vanishing tides or unnatural calms that precede mass drownings. During Tharozhul’s forging of the mortal boundaries, Voro Kel opposed him - not with fire, but with erosion. Where Tharozhul builds, Voro Kel dissolves. Aeralyn sees him in omens of still water - the absence of wind is his herald. Velkkis respects him as a force of inevitability, though Voro Kel despises chaos - he prefers slow, absolute drowning. Brammara’s followers fear him, for he turns abundance into ruin and rot beneath the waves.



YAMIL

God of Agriculture, the Sunrise, Ingenuity, and Industry

MONIKER

"Ingenious One"

SPHERES OF ASSOCIATION

Agriculture, Commerce,
Sunrise, Reason

ABOUT

One of the Eastern Marches' oldest gods, Yamil was venerated by the Mageocracy of Hyseria. Worship of Yamil precipitously dropped as the empire of the Hyserians crumbled. In the millennium that followed, the Eastern Marches was a sparsely populated place with virtually no large settlements or a broader economy. It was not until the end of the Second Age of the Marches when two major influxes of immigrants – the Bjartr Dağur from west of the Forsaken Mountains, and the Hembarians from the far side of the Sapphire Sea in the distant east – that the small hamlets and villages of the Marches started to grow and transform into the towns and cities of the Marches seen today. With this growth and urbanization came the rapid transition from subsistence farming and handmaking to modern agriculture and industry. As society in the Eastern Marches grew in the late days of the Second Age and into the Third, there was a commensurate rise in the worship and veneration of Yamil the Ingenious.

PHYSICAL DESCRIPTION

Yamil appears as a fit male humanoid (his specific heritage depends on the heritage of the supplicant) of middle years, bespectacled, and wearing fine yellow robes. He is often depicted bearing a book under one arm and a hand scythe in the opposite hand.

CORE BELIEFS

"There is no substitute for hard work." All problems are solvable with persistence.

"Luck and good fortune follow consistent effort and hard work." For anything worth having a price must be paid; be it time, effort, or careful study.

SYMBOL

A sunrise in the background, three sheaves of wheat in the middle ground, and a hammer and anvil in the foreground.

TYPICAL FOLLOWERS

Yamil is one of the most popular gods of the Marches. He is worshipped in virtually every major population center and anywhere commerce, specialized labor, and/or large-scale agriculture (beyond subsistence) takes place. Generally, his followers include farmers, planters, and ranchers, craftspeople, blacksmiths, industrialists, and businesspeople. As a result, his followers can be just about anyone from virtually any background. The one common trait of all Yamil's followers is the desire for progress and productivity.

Yamil's followers are sometimes criticized as greedy or overly practical.

What others call Yamil's followers:

- Coin Priests
- Field Lords
- Mill Souls

PLACES OF WORSHIP

Yamil has many major temples throughout the Eastern Marches, most notably in the larger towns and cities. They tend to be grand structures that feature lavish design and elaborate architecture created by dedicated craftspeople. His most popular church is in Ockney's Hold.

RELIGIOUS CEREMONIES

INVOCATION OF THE DAWN

As the sun crests the horizon the follower of Yamil is to spend the first minutes of the new day contemplating the tasks ahead and giving thanks to Yamil for providing the means and ability to accomplish the day's goals. While there is no expectation that followers of Yamil will conduct this ritual every day, it is a practice very common among farmers.

THE HARVEST FEAST

A grand feast in honor of Yamil held on the autumnal equinox celebrating the bounty of the harvest.

CLERICS OF YAMIL

Clerics of Yamil are busy individuals. They foster connections between members of their clergy and promote spreading Yamil's word and influence. They have many allies in many places and therefore can find haven throughout the Marches.

ROLE IN THE EASTERN MARCHES PANTHEON

Yamil represents some of the best traits found in the people of the Eastern Marches. He is generally respected by the other gods and may be worshipped in conjunction with them. His work ethic rarely involves direct conflict, and so the other gods tend not to hinder his popularity.

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THE EASTERN MARCHES



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